

CLAIMS

What is claimed is:

1. A method for establishing a point-to-point link between two peer nodes in a communications network, the method comprising:
dynamically assigning one of a client and server role to each of the two nodes based on a rule; and
establishing the point-to-point link between the two nodes based on a predefined client-server connection protocol.
2. The method of claim 1, further comprising predefining the rule.
3. The method of claim 2, wherein the rule assigns the client and server roles based on a numeric value of a network address of the two nodes.
4. A method for establishing a peer-to-peer connection between two peer FC-VI ports, the method comprising:
dynamically assigning one of a client and server role to each of the two FC-VI ports; and
establishing the peer-to-peer connection between the two peer FC-VI ports using a client-server connection protocol, wherein the port assigned the client role sends a connection request to the port assigned the server role, the port assigned the server role accepts the connection request, and the port assigned the client role acknowledges the acceptance.
5. The method of claim 4, wherein dynamically assigning the client and server roles comprises performing a comparison of network addresses for the

two peer FC-VI ports; and assigning the client and server roles based on the comparison.

6. A method for a first port in a communications network to establish a point-to-point link with a second port in the communications network, the second port being configured as a peer of the first port, the method comprising:

determining unique identifying information for the first and second ports;
assigning one of a client and server role for the first port based on a rule applied to the unique identifying information for the first and second ports; and
establishing the point-to-point link using a client-server connection protocol, wherein if the first port is assigned a client role, then the first port sends a connection request to the second port; and if the first port is assigned the server role, then the first port waits for a connection request from the second port.

7. The method of claim 6, wherein the rule defines the client and server roles based on a comparison of values associated with the unique identifying information for the first and second ports.

8. A computer readable medium, having stored thereon a sequence of instructions which when executed by a storage device, cause the storage device to perform a method for establishing a point-to-point link between two peer nodes in a communications network, the method comprising:

dynamically assigning one of a client and server role to each of the two nodes based on a rule; and
establishing the point-to-point link between the two nodes based on a predefined client-server connection protocol.

9. The computer readable medium of claim 8, wherein the rule assigns the client and server roles based on a numeric value of a network address of the two nodes.

10. A computer readable medium having stored thereon a sequence of instructions which when executed by a storage device, cause the storage device to perform a method for establishing a peer-to-peer connection between two peer FC-VI ports, the method comprising:

dynamically assigning one of a client and server role to each of the two FC-VI ports; and

establishing the peer-to-peer connection between the two peer FC-VI ports using a client-server connection protocol, wherein the port assigned the client role sends a connection request to the port assigned the server role, the port assigned the server role accepts the connection request, and the port assigned the client role acknowledges the acceptance.

11. The computer readable medium of claim 10, wherein dynamically assigning the client and server roles comprises performing a comparison of network addresses for the two peer FC-VI ports; and assigning the client and server roles based on the comparison.

12. A computer readable medium having stored thereon a sequence of instructions which when executed by a storage device, cause the storage device to perform a method for establishing a point-to-point link with a second storage device in a communications network, the second storage device being configured as a peer of the first storage device, the method comprising:

determining unique identifying information for the first and second ports;
assigning one of a client and server role for the first port based on a rule applied to the unique identifying information for the first and second ports; and
establishing the point-to-point link using a client-server connection protocol, wherein if the first port is assigned a client role, then the first port sends a connection request to the second port; and if the first port is assigned the server role, then the first port waits for a connection request from the second port.

13. The computer readable medium of claim 12, wherein the rule defines the client and server roles based on a comparison of values associated with the unique identifying information for the first and second ports.

14. A storage device, comprising:
a processor; and
a memory coupled to the processor, the memory storing instructions which when executed by the processor, cause the storage device to perform a method for establishing a point-to-point link between two peer nodes in a communications network, the method comprising:
dynamically assigning one of a client and server role to each of the two nodes based on a rule; and
establishing the point-to-point link between the two nodes based on a predefined client-server connection protocol.

15. The storage device of claim 14, wherein the rule assigns the client and server roles based on a numeric value of a network address of the two nodes.

16. A storage device, comprising:
a processor; and
a memory coupled to the processor, the memory storing instructions which when executed by the processor, cause the storage device to perform a method for establishing a peer-to-peer connection between two peer FC-VI ports, the method comprising:
dynamically assigning one of a client and server role to each of the two FC-VI ports; and
establishing the peer-to-peer connection between the two peer FC-VI ports using a client-server connection protocol, wherein the port assigned the client role sends a connection request to the port assigned the server role, the port assigned the server role accepts the connection request, and the port assigned the client role acknowledges the acceptance.

17. The storage device of claim 16, wherein dynamically assigning the client and server roles comprises performing a comparison of network addresses for the two peer FC-VI ports; and assigning the client and server roles based on the comparison.

18. A storage device, comprising:
a processor; and
a memory coupled to the processor, the memory storing instructions which when executed by the processor, cause the storage device to perform a method for a first port in a communications network to establish a point-to-point link with a second port in the communications network, the second port being configured as a peer of the first port, the method comprising:
determining unique identifying information for the first and second ports;

assigning one of a client and server role for the first port based on a rule applied to the unique identifying information for the first and second ports; and establishing the point-to-point link using a client-server connection protocol, wherein if the first port is assigned a client role, then the first port sends a connection request to the second port; and if the first port is assigned the server role, then the first port waits for a connection request from the second port.

19. The storage device of claim 18, wherein the rule defines the client and server roles based on a comparison of values associated with the unique identifying information for the first and second ports.